

FORM PTO 1449 (modified) U.S. DEPARTMENT OF COMMERCE PATENT AND TRADEMARK OFFICE LIST OF REFERENCES CITED BY APPLICANT(S) (Use several sheets if necessary) Submitted to the PTO: October 9, 2003			ATTY DOCKET NO. 01263.000894.1		APPLICATION NO. To b assign d		
			APPLICANT GRAHAM J. DUNNETT				
			FILING DATE October 9, 2003		GROUP 2671		
U.S. PATENT DOCUMENTS							
*EXAMINER INITIAL		DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE IF APPROPRIATE
CW		5,253,339	10/1993	Wells, et al.	395	126	
CW		5,602,979	02/1997	Loop	395	123	
CW		5,666,472	09/1997	Huddy	345	119	
FOREIGN PATENT DOCUMENTS							
		DOCUMENT NUMBER	DATE	COUNTRY	CLASS	SUBCLASS	TRANSLATION YES/NO/ OR ABSTRACT
CW		0 366 463	05/1990	Europe	_____	_____	
CW		0 596 667	05/1994	Europe	_____	_____	
CW		0 590,995	04/1994	Europe	_____	_____	
CW		0 996 094	04/2000	Europe	_____	_____	
OTHER DOCUMENT(S) (Including Author, Title, Date, Pertinent Pages, Etc.)							
CW		J.D. Foley, et al., Computer Graphics Principles and Practice, Second Edition, pp. 511-528 and 721-741 (1993).					
CW		D.E. Breen, "Creation and Smooth-Shading of Steiner Patch Tessellations", Proceedings Fall Joint Computer Conference, pp. 931-940 (1986).					
CW		D.F. Rogers, Procedural Elements for Computer Graphics, McGraw-Hill, pp. 317-319 (1988).					
CW		J. Arvo, "Stratified Sampling of Spherical Triangles", Computer Graphics Proceedings, Annual Conference Series, pp. 437 & 438, (1995).					
CW		J.D. Foley, et al., Computer Graphics Principles and Practice, Second Edition, pp. 488-490 and 514 (1993).					
CW		A.A.M. Kuijk, et al., "Faster Phong Shading Via Angular Interpolation", Computer Graphics Forum, No. 8, pp. 315-324 (1989).					
CW		M. Shantz, et al., "Shading Bicubic Patches", Computer Graphics, Vol. 21, No. 4, pp. 189-196 (July 1987).					
CW		C. Bajaj, et al., "Smoothing Polyhedra Using Implicit Algebraic Splines", Computer Graphics, Vol. 26, No. 2, pp. 79-88 (July 1992).					
CW		G. Farin, "Triangular Bernstein-Bézier pa", Computer Aided Geometric Design, No. 3, pp. 83-127 (1986).					
EXAMINER				DATE CONSIDERED			
CW <i>Chen Vo</i>				11/6/85			

*EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

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*EXAMINER INITIAL		DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE IF APPROPRIATE
C		5,563,989	10/1996	Billyard	395	126	
C		5,777,620	07/1998	Billyard	345	426	
C		5,757,321	05/1998	Billyard	345	434	
C		5,579,454	11/1996	Billyard, et al.	395	121	
C		6,580,426	06/2003	Small, et al.	345	421	
FOREIGN PATENT DOCUMENTS							
		DOCUMENT NUMBER	DATE	COUNTRY	CLASS	SUBCLASS	TRANSLATION YES/NO/ OR ABSTRACT
C		0 806 744	11/1997	Europe	—	—	
C		WO 99/53445	10/1999	PCT	—	—	
OTHER DOCUMENT(S) (Including Author, Title, Date, Pertinent Pages, Etc.)							
C		M.J. Castro Diaz, "Mesh Refinement Over Triangulated Surfaces," Inria Research Report, pp. 1-40 (October 1994).					
C		Xia, Julie C., et al., "Adaptive Real-Time Level of Detail-Based Rendering for Polygonal Models", IEEE Transactions of Visualization and Computer Graphics, IEEE Service Center, Vol. 3, No. 2, pp. 171-183 (April 1, 1997).					
C		Barequet, Gill, et al., "RSVP: A Geometric Toolkit for Controlled Repair of Solid Models", IEEE Transactions on Visualization and Computer Graphics, IEEE Service Center, Vol. 4, No. 2, pp. 162-177 (April 1, 1998).					
C		R. L. Cook, "Shade Trees", Computer Graphics, Vol. 18, No. 3, pp. 223-231, (July 1984).					
C		A.V. Gelder et al., "Direct Volume Rendering with Shading Via Three-Dimensional Textures", Proceedings of the 1996 Symposium on Volume Visualization, pp. 23-30, (October 1996).					
C		Pharr et al., "Geometry Caching for Ray-Tracing Displacement Maps", Proceedings of the Seventh Eurographics Workshop on Rendering, pp. 31-40 and 280-294, (June 1996).					
C		Becker et al., "Smooth Transitions Between Bump Rendering Algorithms", Computer Graphics Proceedings, Annual Conference Series, pp. 183-189, (1993).					
C		Cook et al., "The Reyes Image Rendering Architecture", Computer Graphics, Vol. 21, No. 4, pp. 95-102, (July 1987).					
C		J. Foley et al., "Illumination and Shading", Computer Graphics, Second Edition, Principles and Practice, pp. 806-812.					
C		J. Foley et al., Computer Graphics Principles and Practice, Second Edition, pp. 664-680.					
EXAMINER				DATE CONSIDERED			
C. L. M. V. G.				11/5/05			

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